

In Quest of the Star★Lord

A new animated graphic adventure for the Color Computer 3 from the author of the Hall of the King trilogy! Enjoy the mixture of science and fantasy as you quest for the Phoenix Crossbow, the only thing that can save you in the post-holocaust world. A full 4 disk sides of adventure! Outstanding 320x200 graphics will make this your favorite CoCo adventure! Req. 128K CoCo 3 and disk drive. Only \$34.95.



WARRANTY: This program is copy-protected. All of our products are sold on an as-is condition. They are guaranteed to load for one year and we will replace any defective copies free of charge during this period. There is no other warranty, expressed or implied.

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128K CoCo 3 // 4 Disk

Animated Graphic Adventure

IN QUEST OF THE STARLORD

You are the son of Eliot Rhinecoff, an internationally famous scientist. After his death following the 12 year Interworld War, science was branded taboo and you, along with many of your associates, were taken to work camps. Here you were forced to research for various warlords in order to create superior firepower than existed after the science-cleansing riots of 3142. You studied the texts they presented with a purpose. In them, you found reference to a Pre-War empire, that of the Star Lord. You also read passages relating to an ultimate weapon, that which was the basis of the Star Lord's mastery. It was titled the Phoenix Crossbow, a weapon with the ability to destroy civilizations! You decided that in order to gain freedom, and keep it, you must gain the Crossbow.

Utilizing the texts, you were able to trace the lair of the Star Lord to a wooded area. Breaking out of the work camp with the help of a stolen knife, you made your way to the wood and it is here that you start your Quest for the Star Lord!

IN QUEST OF THE STARLORD is a four disk adventure for the Color Computer III with 128K and disk drive and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

THE DISKS- You will find in this package a total of two double sided disks, called "flippies" because one can access both sides of the disk merely by flipping it in the drive. Each side is labeled. The label corresponding to its indicated side will be on the right side of the disk, assuming that you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, put Disk 1, Side 1 in drive zero and type DIR and press <ENTER>. You should read a list of files including BOOT/BIN, STAR/SYS, STAR/IFR, STAR/ITL, and STARLORD/BAS. If you get an ?FS ERROR you have inserted the wrong side.

BACKUPS- You cannot make backups of Disk 1, Side 1 which contains much of the programming. You can, however, protect your investment somewhat by backing up sides 2-4 and storing them in a safe place. That way, if anything goes wrong with those disks, you can recopy them. If anything happens to the first disk within one year, you can return it for replacement (see warranty on back cover).

LOADING- First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert Disk 1, Side 1 into drive 0. Type LOAD"BOOT" and press <ENTER>. The game will auto-start and you will be asked if you are using an RGB or Color Composite monitor. If you have the Tandy CM-8 or compatible monitor type 'R', otherwise if you are using a color

composites monitor or TV set, type 'C'. Following this, a title page will appear on the high-res screen. After the music ends, press any key. It will then ask you if you wish to read the background. If you haven't read it yet, do so. It provides a little more in-depth information than this documentation does. Otherwise press 'N'. The computer will access the disk and then ask you to insert Disk 1, Side 2. Flip the disk and press <ENTER>. The game will start and you will be set in front of the Wood, ready to begin your quest.

IN QUEST OF THE STAR LORD responds to two word commands, given at the "COMMAND" prompt. These words must consist of a verb preceding a noun such as LOOK KNIFE. Only the first three letters need be entered, though. LOOK KNIFE could be shortened to LOO KNI. As an option, some commands have been shortened for easy use. LOOK can be entered as "L" and INVENTORY as "I". If you wish to GET or DROP all of the objects in one area, you can enter GET ALL or DROP ALL respectively. A sampling of the commands includes LOOK, GO, PUT, BREAK, USE, OPEN, INVENTORY, GET, DROP, etc. I can't tell you all of them because part of the fun of an adventure lies in discovering the commands!

SAVE AND LOAD- The adventure can be saved or loaded at any time. To save a game, simply type SAVE at the "COMMAND" prompt and press <ENTER>. It will then ask you what number to save it under (0-5). Enter a number in this range and press <ENTER>. It will save your game in progress on the disk and return you to normal play. To load a saved game, type LOAD and press <ENTER>, and enter the corresponding number when asked. You may wish to keep track of the various saves on paper, so as not to become confused. There are two sections to this adventure; each has its own saved games. DO NOT ATTEMPT TO LOAD A SAVED GAME FROM ANOTHER DISK! This will result in an error and hang-up, or garbage on the screen. ONLY CHANGE DISKS WHEN PROMPTED! This will prevent errors from occurring!

MOVEMENT- To travel through IN QUEST OF THE STAR LORD, type GO NORTH, NORTH, NOR, or just N. This can also be done with the other directions SOUTH, EAST, WEST, UP, and DOWN. When within an area, you are not always facing north. Make a map when playing which displays all exits to the particular area, shown in the "EXITS:" section. One might get confused relying upon the graphics to show all exits.

DISK TRANSFERANCES- Within the adventure you will play throughout all four disks. These disk transferances will be handled through prompts and you will be told when to insert each disk into the drive when necessary. You will always be using drive 0.

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